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League in their entirety, the system will stream songs by other artists with many of the same attributes, such as Frankie Goes to Hollywood, to the user 100. The streamed song files are sent from an media content database 135 to the user's network-enabled entertainment cluster 115. This entertainment cluster 115 may include a computer 140, and a device for playing the songs, such as a stereo 145. In one embodiment, song files are downloaded by the computer 140, converted, and sent to the stereo 145 in a playable format."

IN THE CLAIMS:

Please amend ~~claims 1-4, 6-15;~~ cancel claims 16-29; and ~~add~~ new claims 30-43 as follows:

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1. (Amended) An automatic user preference detection system, comprising:
 - a score calculation module to determine a score for a media content file distributed to a user by a media content file distribution source, wherein the score is calculated based on a comparison of a length of time in which the user allows the media content file to be played at a user computing device relative to a total length of the media content file;
 - a database to store a preference file for the user of the media content file distribution source, the preference file being based on previously determined media scores for the user and a determination of

local media content files stored on the user's computing device; and
a processing module to modify the preference file based on the
score, wherein the processing module further selects a second media
content file to distribute to the user based on the preference file.

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2. (Amended) The system of claim 1, wherein the media
content file is a music file.

3. (Amended) The system of claim 1, wherein a rate at which
the processing module modifies the preference file is configurable.

4. (Amended) The system of claim 1, wherein the system
determines the length based on the user's responses made with a user
control point.

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6. (Amended) The system according to claim 1, wherein the
media content file is sent to the user via an Internet stream.

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7. (Amended) The system of claim 1, wherein the processing
module periodically selects testing media content files to distribute to the
user, wherein the testing media content files are randomly selected to test
whether the user's media content file preferences have changed.

8. (Amended) The system of claim 1, wherein the processing
module further modifies the preference file based on responses of other
users having similar media preferences.

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9. (Amended) An automatic user preference detection system,
comprising:

a database to store a media content preference file for a user of a

media content file distribution source, the preference file being based on previously determined media scores for the user, a score determined based on a comparison of a length of time in which the user allows a media content file to be played at a user computing device relative to a total length of the media content file, and a determination of local media content files stored on the user's computing device

a read/write device to read data from and write data to the database;

a processing module to modify the preference file based on the score, wherein the processing module further selects a second media content file to distribute to the user based on the preference file.

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10. (Amended) The system of claim 9, wherein the media content file is a music file.

11. (Amended) The system of claim 9, wherein a rate at which the processing module modifies the preference file is configurable.

12. (Amended) The system of claim 9, wherein the system determines the length based on the user's responses made with a user control point.

13. (Amended) The system of claim 9, wherein the media content file is sent to the user via an Internet stream.

14. (Amended) The system of claim 9, wherein the processing module periodically selects testing media content files to distribute to the user, wherein the testing media content files are randomly selected to test

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whether the user's media content file preferences have changed.

15. (Amended) The system of claim 9, wherein the processing module further modifies the preference file based on responses of other users having similar media preferences.

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30. (New) A method of automatically detecting media content preferences, comprising:

determining a score for a media content file distributed to a user by a media content file distribution source, wherein the score is calculated based on a comparison of a length of time in which the user allows the media content file to be played at a user computing device relative to a total length of the media content file;

storing a preference file for the user of the media content file distribution source, the preference file being based on previously determined media scores for the user and a determination of local media content files stored on the user's computing device; and

modifying the preference file based on the score, wherein the processing module further selects a second media content file to distribute to the user based on the preference file.

SUB D87

31. (New) The method of claim 30, wherein the media content file is a music file.

32. (New) The method of claim 30, wherein a rate at which the preference file is modified is configurable.

33. (New) The method of claim 30, further including determining

the length based on the user's responses made with a user control point.

34. (New) The method according to claim 30, further including sending the media content file to the user via an Internet stream.

35. (New) The method of claim 30, further including periodically selecting testing media content files to distribute to the user, wherein the testing media content files are randomly selected to test whether the user's media content file preferences have changed.

36. (New) The method of claim 30, further including modifying the preference file based on responses of other users having similar media preferences.

37. (New) An article comprising a storage medium having stored thereon instructions that when executed by a machine result in the following:

determining a score for a media content file distributed to a user by a media content file distribution source, wherein the score is calculated based on a comparison of a length of time in which the user allows the media content file to be played at a user computing device relative to a total length of the media content file;

storing a preference file for the user of the media content file distribution source, the preference file being based on previously determined media scores for the user and a determination of local media content files stored on the user's computing device; and

modifying the preference file based on the score, wherein the

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processing module further selects a second media content file to distribute to the user based on the preference file.

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38. (New) The article of claim 37, wherein media content file is a music file.

39. (New) The article of claim 37, wherein a rate at which the preference file is modified is configurable.

40. (New) The article of claim 37, wherein the instructions further result in determining the length based on the user's responses made with a user control point.

41. (New) The article of claim 37, wherein the instructions further result in sending the media content file to the user via an Internet stream.

42. (New) The article of claim 37, wherein the instructions further result in periodically selecting testing media content files to distribute to the user, wherein the testing media content files are randomly selected to test whether the user's media content file preferences have changed.

43. (New) The article of claim 37, wherein the instructions further result in modifying the preference file based on responses of other users having similar media preferences.

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